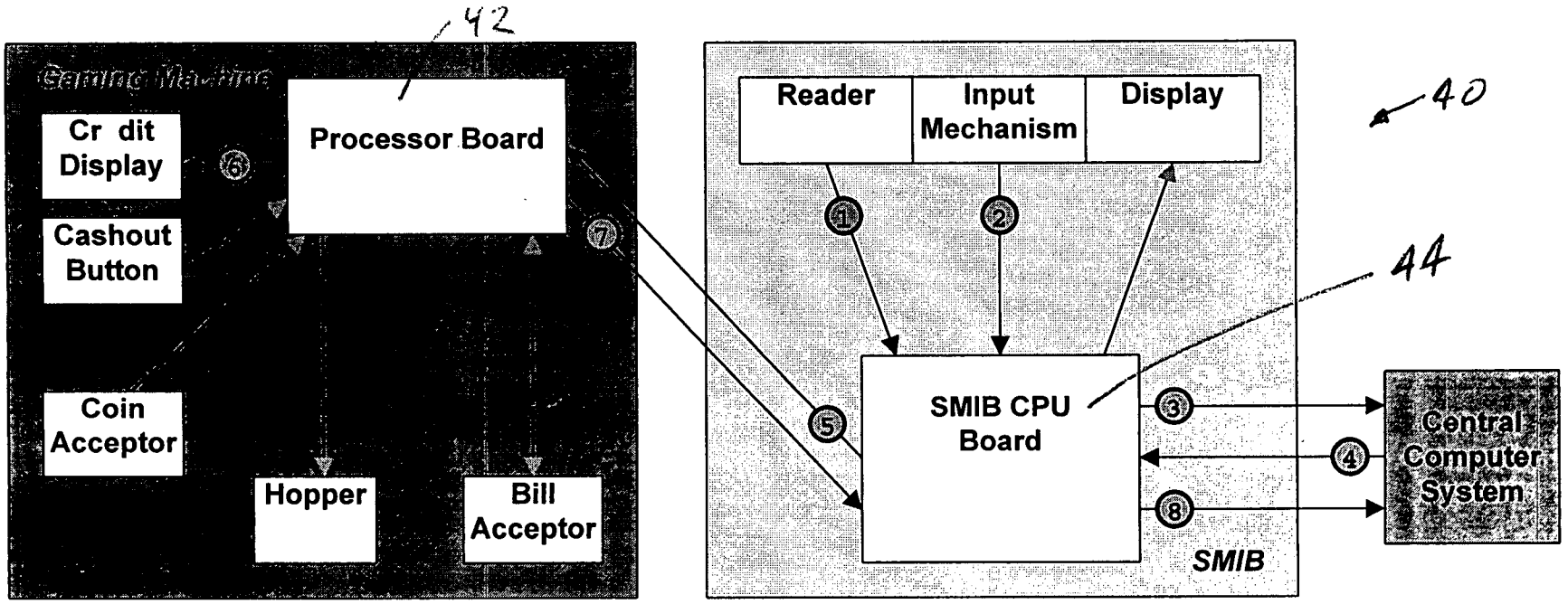
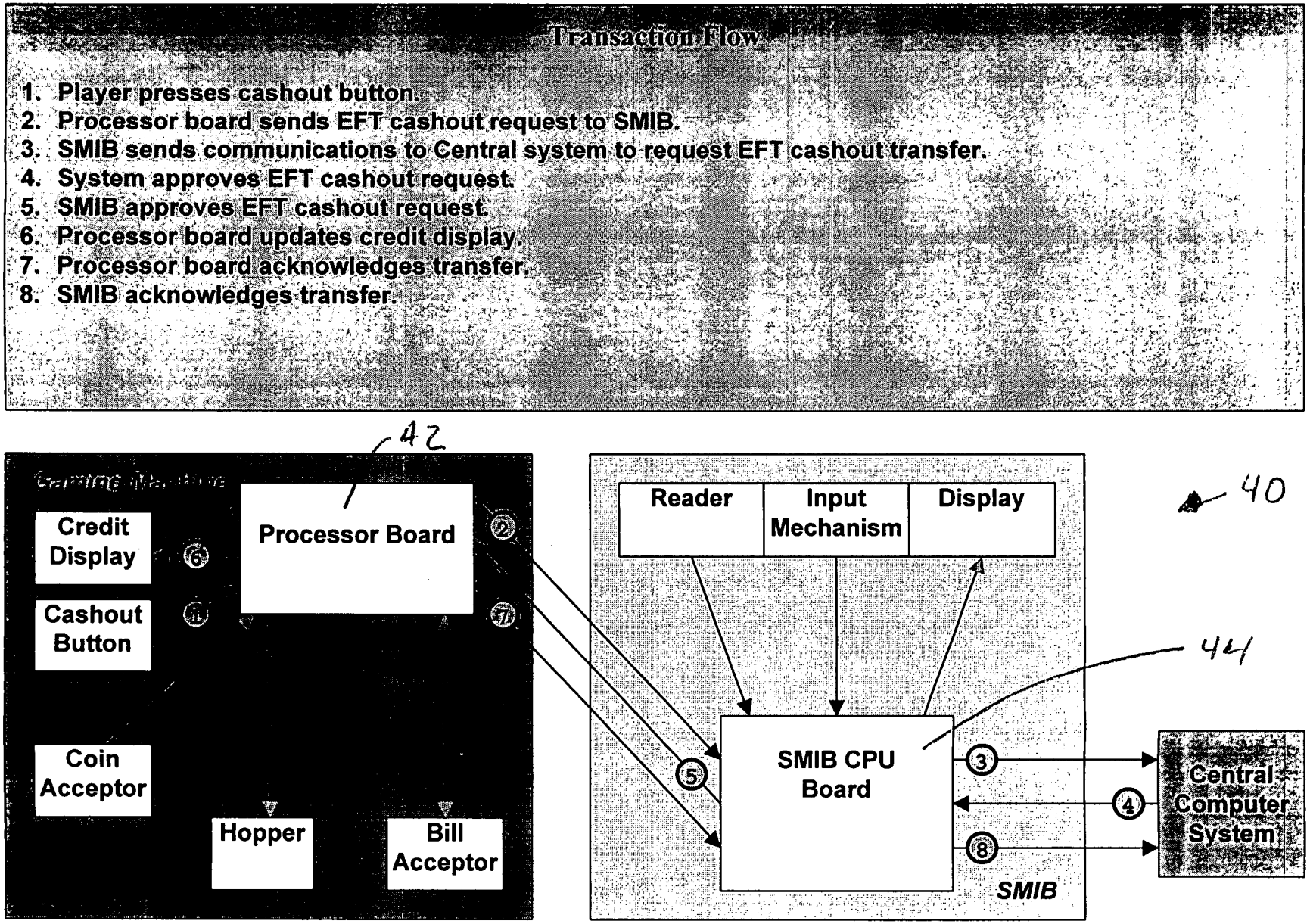
Prior Art Method for EFT Transfers from System to Gaming Machine
Figure 1

Transaction Flow

1. Player inserts cashless card or identification ticket into the reader.
2. Player may optionally enter identification via the Input Mechanism for verification purposes.
3. Player may initiate an EFT transaction request with the system, or this may occur automatically.
4. System approves transaction.
5. SMIB sends communications to Processor board to request EFT transfer of onto credit display.
6. Processor board updates credit display to reflect EFT transaction.
7. Processor board acknowledges transfer.
8. SMIB acknowledges system transfer.



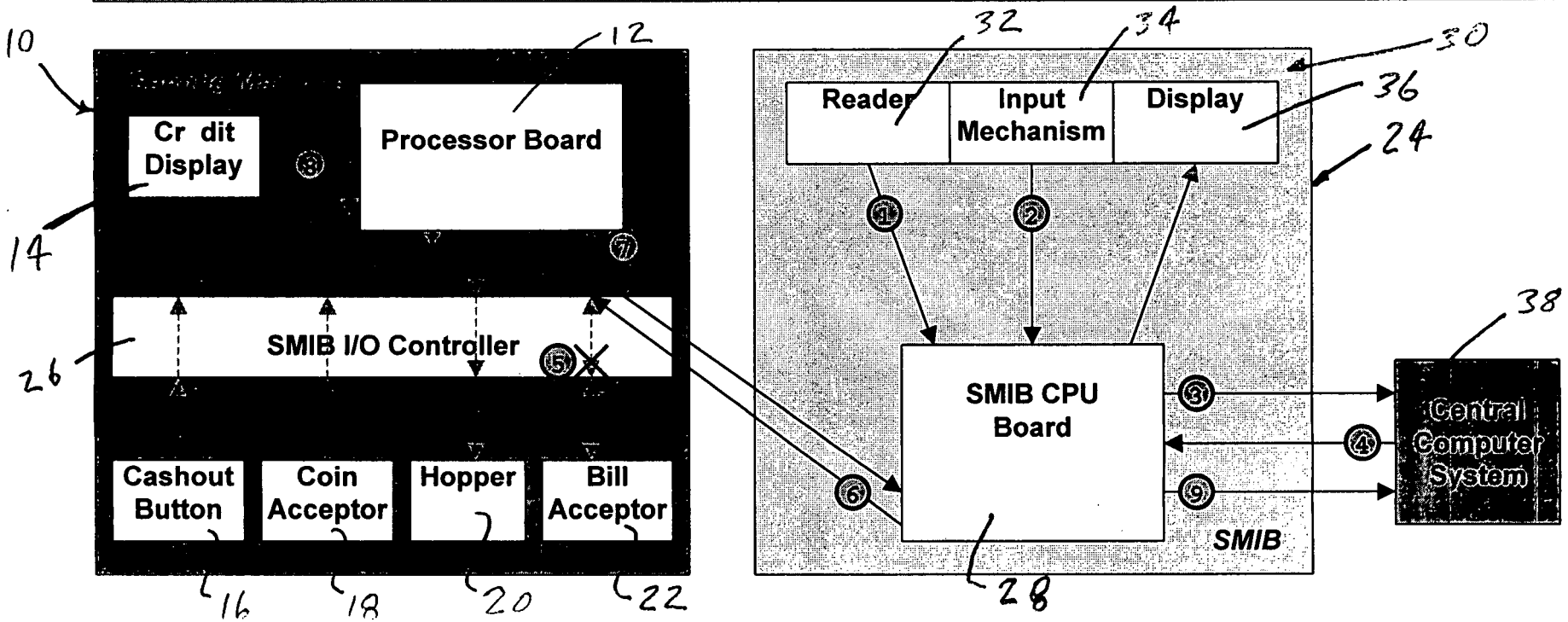
Prior Art Method for EFT Transfers from Gaming Machine to System
Figure 2



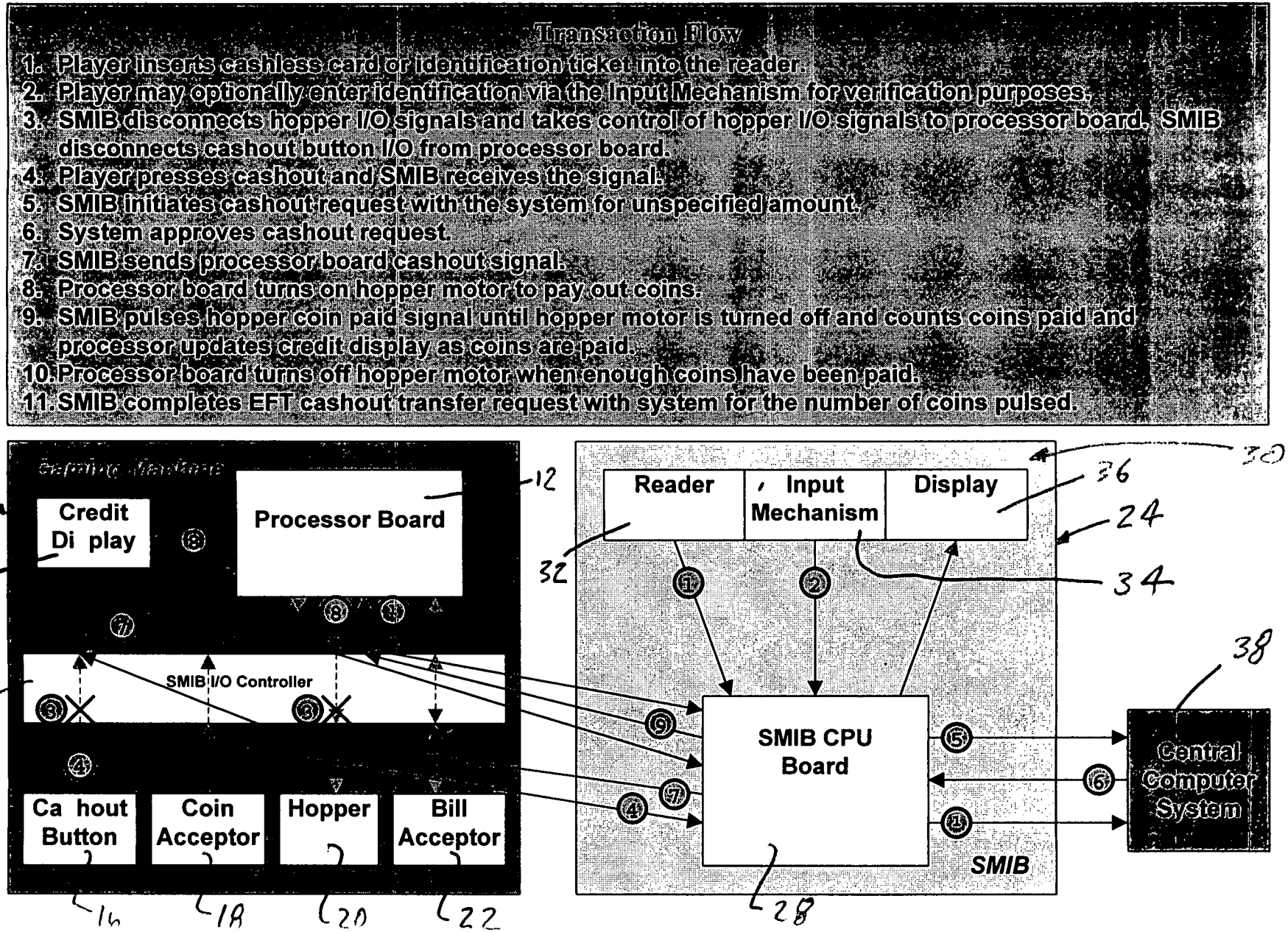
Method for EFT Transfers from System to Gaming Machine
Figure 3

Transaction Flow

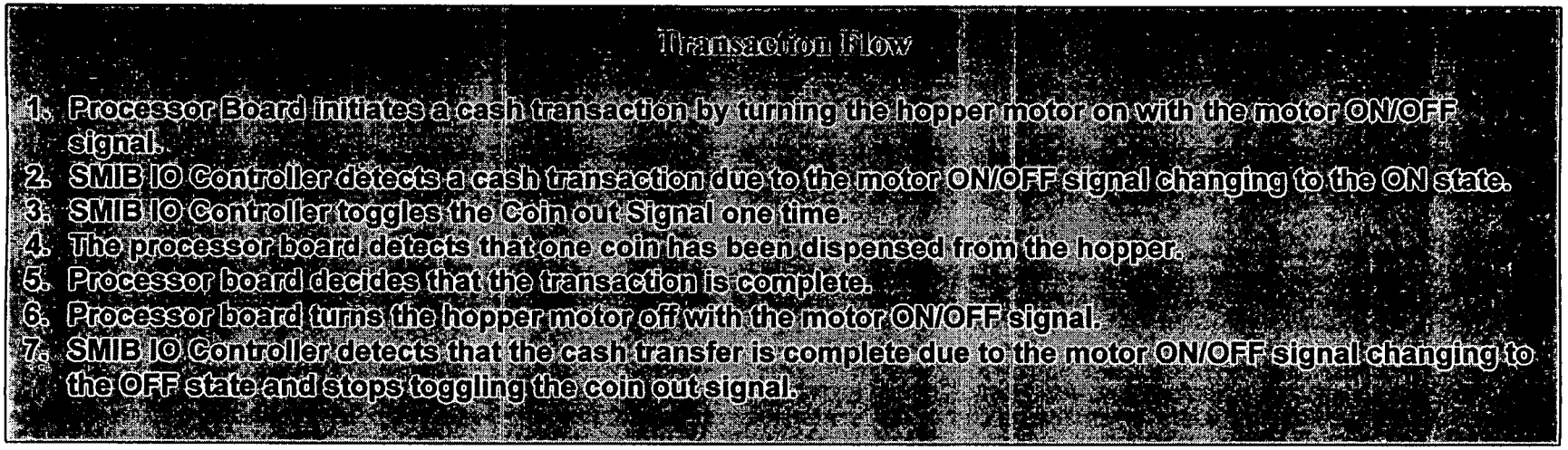
1. Player inserts cashless card or identification ticket into the reader.
2. Player may optionally enter identification via the Input Mechanism for verification purposes.
3. Player may initiate an EFT transaction request with the system, or this may occur automatically.
4. System approves transaction.
5. SMIB I/O controller disconnects Bill Validator and takes control of Bill Acceptor I/O with processor board.
6. SMIB I/O controller sends appropriate bill validator signals to processor board to simulate money inserted in an amount equivalent to the EFT transfer amount.
7. Processor board acknowledges bill validator signals.
8. Processor board updates credit display to reflect transaction.
9. SMIB acknowledges system transfer.
10. SMIB reconnects original bill validator signals.

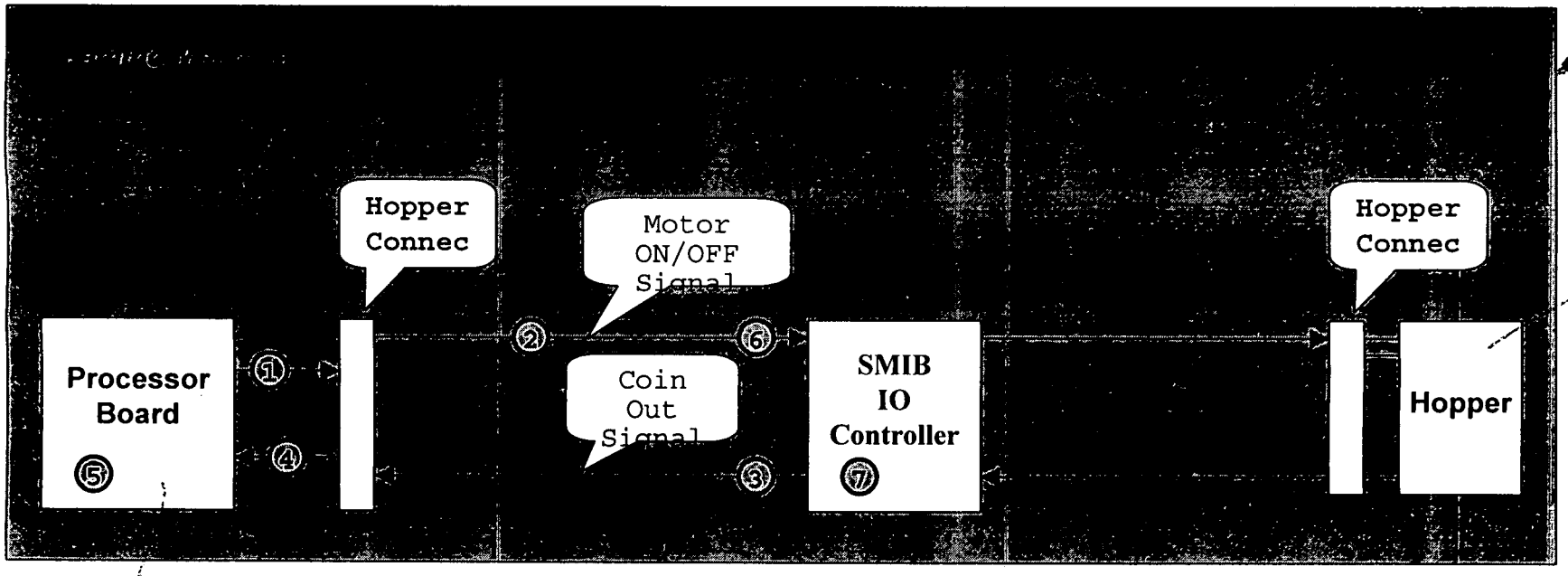


Method for EFT Transfers from Gaming Machine to System
Figure 4



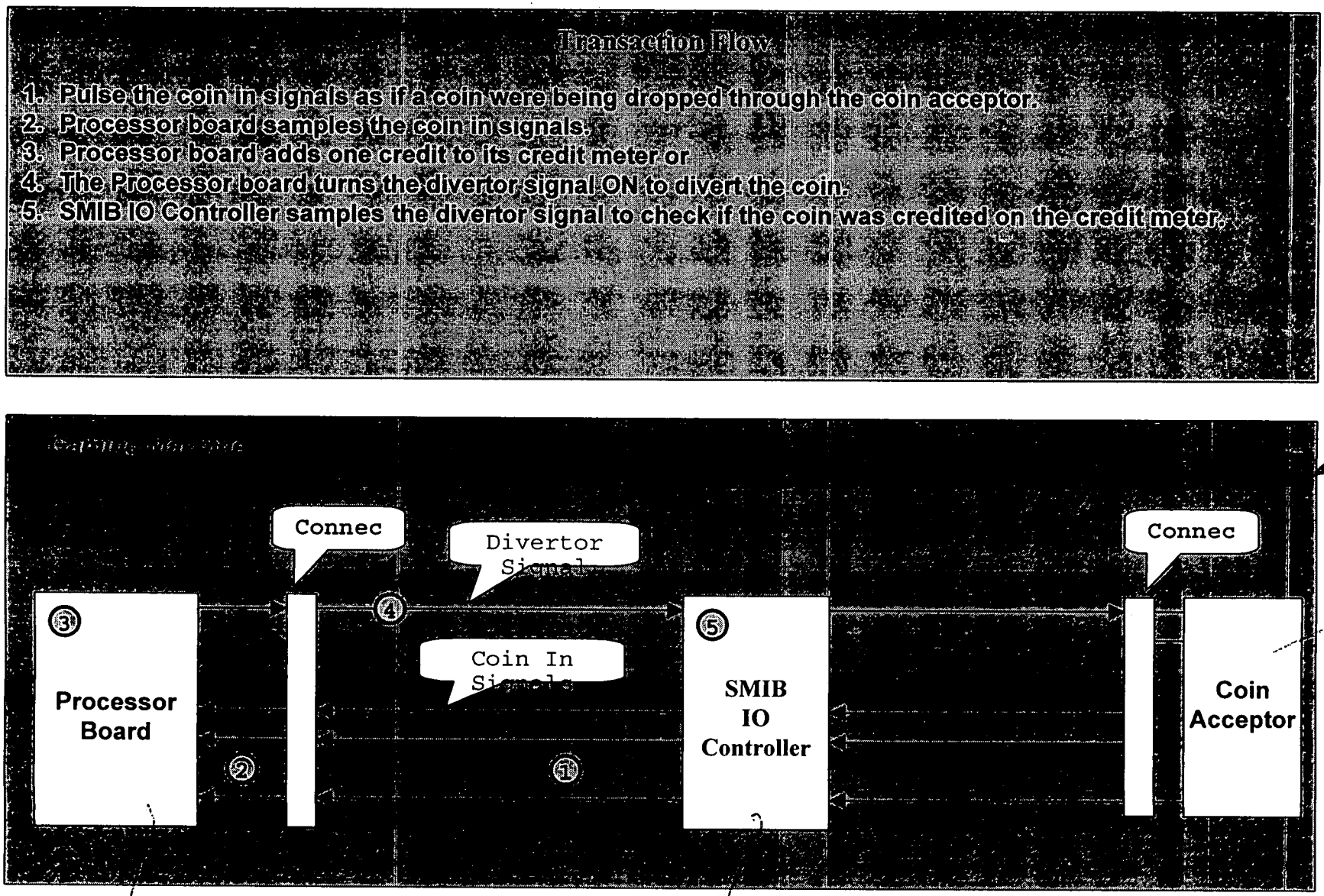
Method for simulating a hopper pay from a Gaming Machine.
Figure 5





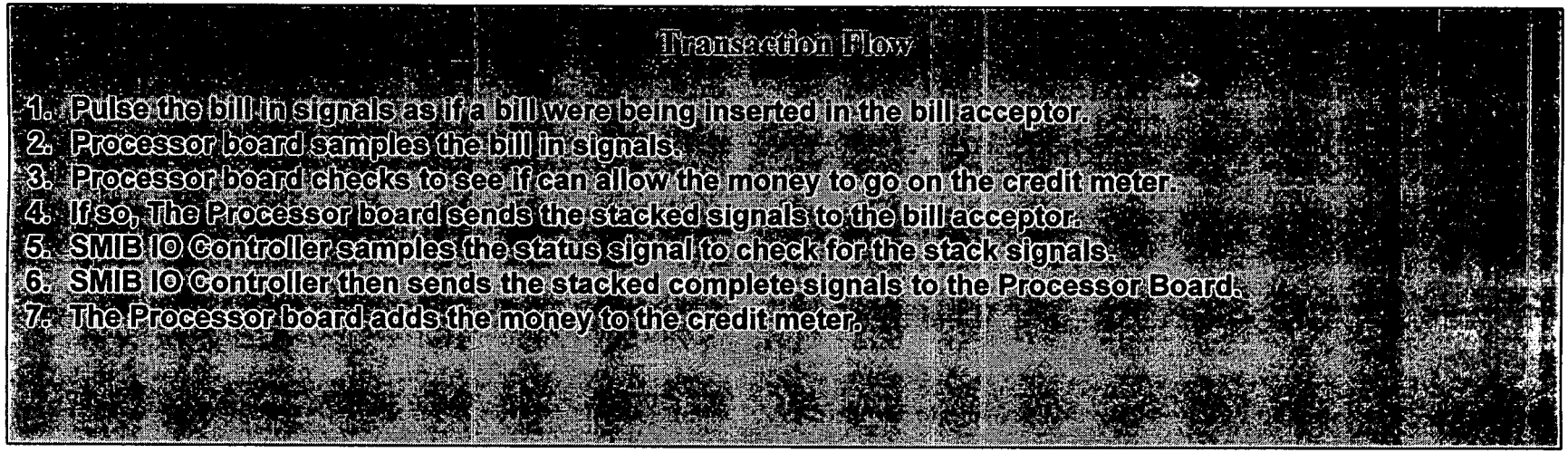
Method for simulating a coin in transaction using the coin acceptor signals to a Gaming Machine.

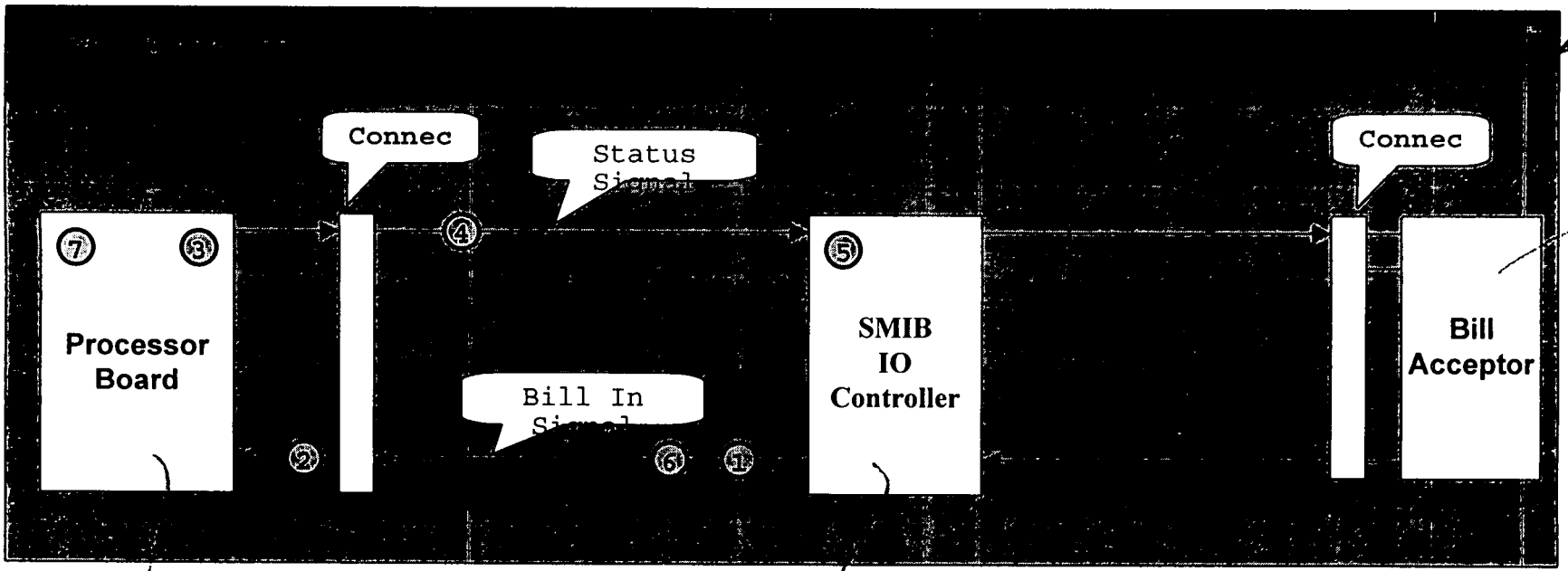
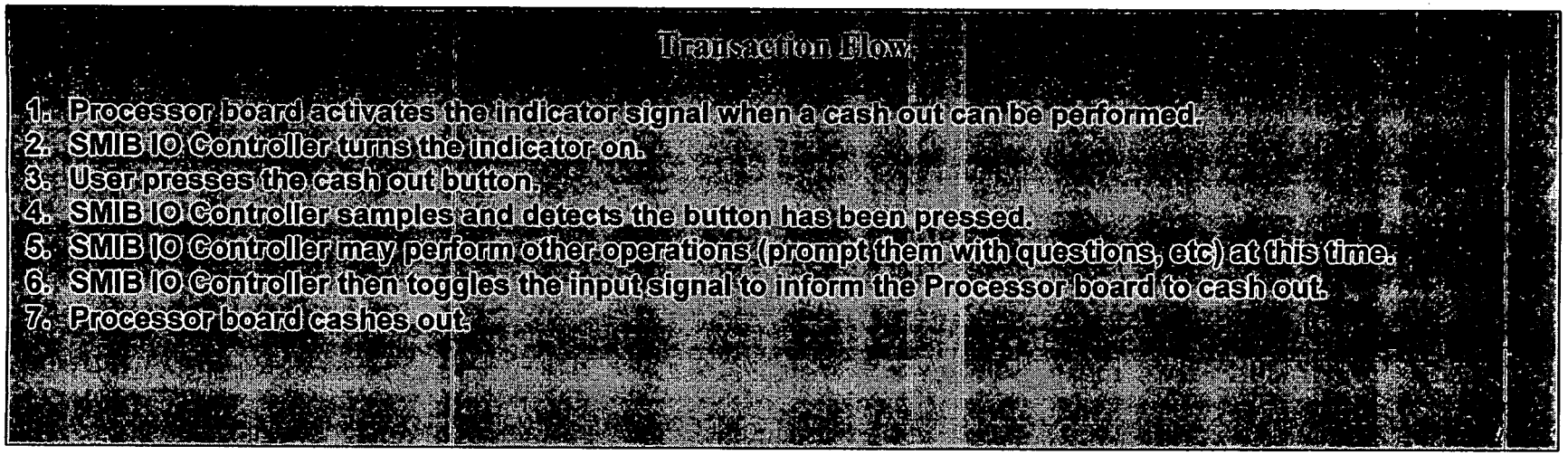
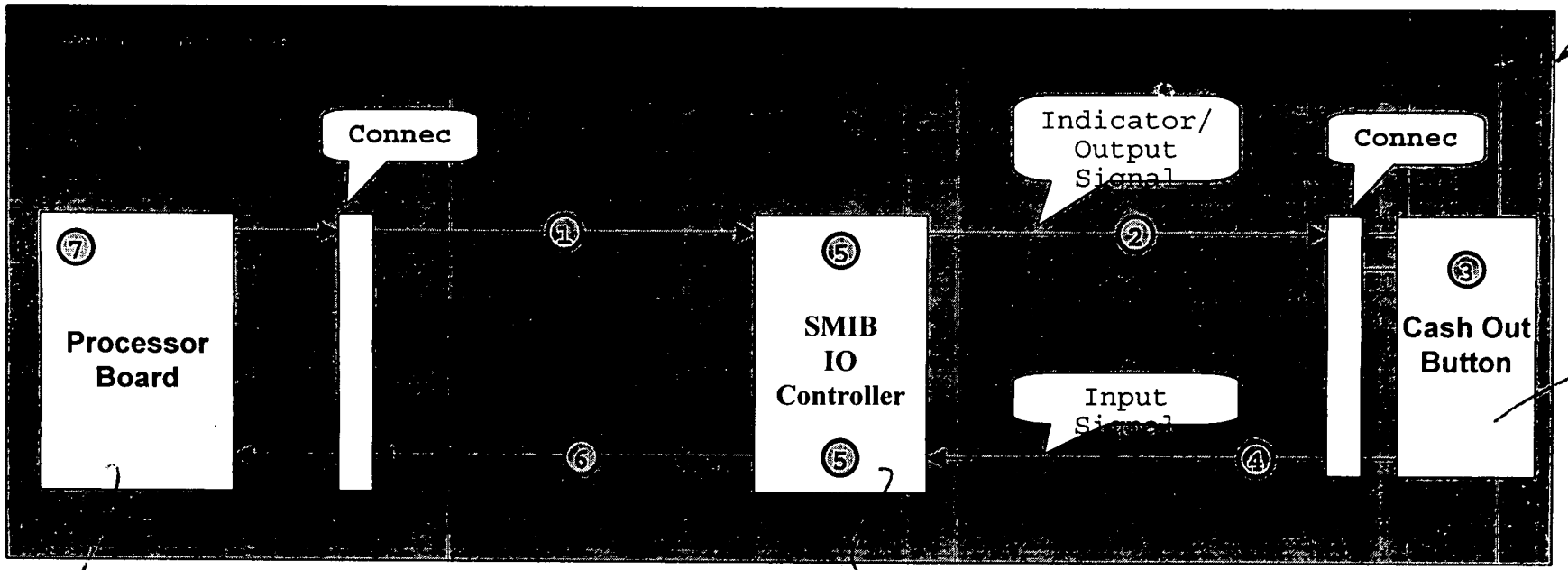
Figure 6



An AGI Method for simulating a bill transaction using the bill acceptor signals to a Gaming Machine.

Figure 7





Method for intercepting the cash out button on a Gaming Machine.
Figure 8